



Wii™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

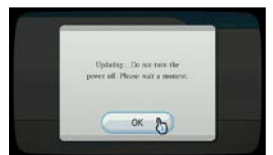
	Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.
	This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable "Dolby Pro Logic II" in the audio options menu of the game.
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Controls

This game is played in "Nunchuk Style", with the Nunchuk controller connected to the Wii Remote's external extension connector. See Actions on page 4 for an in-depth look at controls.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



Wii Remote™

Pointer

(Point toward the screen) Move the cursor

A Button

- Confirm selection
- Pass
- (While holding Z Button down) Lob Pass
- (While holding B Button down) Charge a shot, then pass
- (While the goalie is holding the ball) Pass
- (If the other player shoots a MegaStrike, point at the balls) Block MegaStrikes

B Button

- (When are displayed) Switch the screen to the left

HOME

- Display the HOME Menu

1 Button

- (During a match) Bring up the Pause Menu

Control Pad

- (When and arrows are displayed) Scroll the screen up and down
- (When running) Perform Deke (fake) in current direction of travel
- (When standing still with the ball) Deke (fake) in the direction pressed
- (When not in possession of the ball) Slide tackle

B Button

- (In own half) Clear ball
- (In opponent's half) Shoot
- (Hold down with SideKicks in opponent's half) Perform Skillshot
- (Hold down with Captain in opponent's half) Perform MegaStrike
- (While holding Z Button down) Perform Lob Shot
- (While the keeper is holding the ball) Clear ball
- Charge Ball (hold B Button)

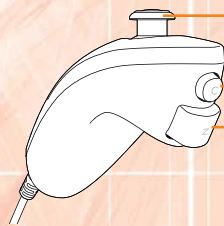
C Button

- (When are displayed) Switch the screen to the right

Speaker

- Plays sound effects during the game

Nunchuk™



Control Stick

- Move your character

C Button

- Use Power-Up Items / Super Abilities

Z Button

- Chip the ball ahead in the direction the character is facing, and dash slightly
- Use Z Button and A Button Lob Pass
- Use Z Button and B Button Lob Shot

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

Actions

This list shows the actions that can be performed during a match. Mastering each action, then using the right action at the right time, is the key to victory.

Actions List

Moving

Movement, dribbling
Deke (fake) in current direction of travel

Control Stick

+ Control Pad when dribbling

Attacking

Pass
Lob Pass
Shoot
Lob Shot
One-Timer Shot
Skillshots (Sidekicks only)
MegaStrike (Captain only)

A Button
Z Button + A Button
B Button
Z Button + B Button
B Button before receiving a pass
Hold down B Button when shooting
Hold down B Button when shooting

Defending

Switch to another of your team players
Slide Tackle
Big Hit
Clear Ball

A Button
+ Control Pad
Shake Wii Remote
Press B Button when you have the ball in your half, or before touching the ball in your half
During opponent's MegaStrike, shake the Nunchuk while the meter is displayed on the screen

Mega Shakedown

Goalkeeping

Pass
Clear Ball
Mega Saves

A Button
B Button
Point at incoming balls with the Wii Remote and press A Button

- The goalie normally moves automatically.
- If the goalie has the ball and no button is pressed, after a short time he will automatically perform a pass.

Using Items

Use Power-Up Items / Super Abilities
Switch between items

C Button
Shake Nunchuk

Power-Up Items

Various Power-Up Items will appear during the match. Items can be obtained by performing a charged shot or when you're attacked, and up to two can be stored at once. Shake the Nunchuk to switch between the two items and then press the C Button.



Items

	Green Shell	Throws green shells to knock characters down.
	Red Shell	Throws red shells that home in and knock down the opponent players.
	Blue Shell	Throws blue shells that freeze characters.
	Spiked Shell	Throws spiked shells that repeatedly rebound and knock characters down.
	Banana Peel	Places banana peels that make characters slip and fall.
	Bob-omb	Throws explosive bombs that send characters flying.
	Chain Chomp	The Chain Chomp's rampage immobilizes all the players it hits.
	Mushroom	Raises movement speed for a set time.
	Star	Makes you invincible for a brief period, Knocking aside any players that you touch.

If you have more than one of the same item, you can use them all at once by pressing the C Button. If you have big items, you can also use them by pressing the C Button.

MegaStrike

This shot can only be used by the team Captain. The ball will divide into multiple balls as it heads for the goal, and each ball that enters will count as a goal. However, it briefly leaves your Captain wide open to attack, so make sure they're in the clear first!



Press and hold the B Button while in the opponent's half, and a gauge will appear. Stop the white needle with the B Button.

The closer to the orange section the needle stops, the more balls will fly!



After the white needle has been stopped once, it will then start moving again. A green and orange section will now appear on the right side of the gauge. Use the B Button to stop the needle again, as close to the orange section as possible.

The closer to the orange section the needle stops, the faster the balls will fly!



The MegaStrike will activate and your Captain will take the shot. You will score as many goals as balls make it into the net.

Activate the MegaStrike!

Mega Shakedown

When your opponent launches a MegaStrike and the gauge is displayed on the screen, you can shake the Nunchuk to make the gauge wobble, ruining the opponent's plans for a good shot.

MegaSaves

If your opponent launches a MegaStrike, you take control of the goalie and attempt to stop the incoming balls. Hand icon will appear. Move them with the Wii Remote and press the A Button. Place the hand icon over the incoming balls and press the A Button to stop them.



Super Abilities

Sometimes when performing a charged shot, you can obtain a Super Ability. Press the C Button to use it when controlling your Captain. The effect of the Super Ability differs depending on the Captain you are using, so experiment!



When you have a Super Ability, press the C Button to use it!



Mario's Super Ability lets him grow and stomp his opponents. Use it to gain good scoring chances!

Power Charge

As the ball is passed between players on the same team, the energy surrounding it will change color with each successful pass from purple → red → orange → yellow → white. The closer to white this energy is, the more powerful the ball becomes, increasing the chance of a successful goal shot.



Modes

There are numerous modes for you to enjoy. When you first start playing, use STRIKERS 101 to learn the game controls.

Domination

In this mode, game rules and the number of participants can be freely selected, making it ideal for versus or cooperative play. Select a Captain, Sidekicks, and Stadium and then head out onto the field!

Nintendo Wi-Fi Connection

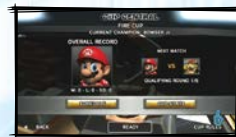
Compete against friends or other ranked players. Climb the LEADERBOARD as you compete online specific to the region you are playing in. Earn ranking points by scoring goals, posting game wins, and even just competing.

Road to the Striker Cup

Choose a team and battle for the cup in a round-robin style tournament. Win each cup to progress to the next. Your final goal is to win the Striker Cup! Multiple players can only play cooperatively in this mode.

Cup Central

SCHEDULE displays your upcoming matches. CUP STATS displays your rankings and your win and loss record up until now. CUP RULES displays the rules for the cup. Select READY when you are ready to start the match. If you want to finish playing, select BACK to return to the Main Menu. If you want to finish playing, select BACK from the Cup Central screen. You will have the option to SAVE AND QUIT, RESTART CUP, to restart from the first match with the same team, or CANCEL to go directly back to Cup Central.



► Cup Stats Abbreviations

W	Number of wins	GF	Goals For
L	Number of losses	GA	Goals Against
SD	Losses in Sudden Death	PTS	Total points acquired

Strikers Challenges

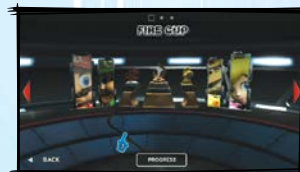
Take on a series of different challenges for each character. Each challenge successfully completed unlocks a Player Card. Point at the character whose challenge you want to try and press the A Button.

Strikers 101

Check the game controls and practice using them. Point at the lesson you want to practice and press the A Button. Time spent here learning about Super Abilities and MegaStrikes will pay off once you take to the field.

Hall of Fame

View the trophies you have obtained from the Road to the Striker Cup and the Player Cards you have obtained from completing the Striker Challenges. Point at what you want to look at and press the A Button.



Nintendo Wi-Fi Connection

Wireless Connection

With MARIO STRIKERS™ CHARGED it is possible to play via the Internet against your friends or anyone else, using Nintendo Wi-Fi Connection.

NOTE: If you'll be using Nintendo Wi-Fi Connection in MARIO STRIKERS CHARGED, you will be able to play only with people within North and South America, including immediately surrounding countries. If you choose Battle Friends and invite somebody living on another continent after having inserted their friend code, you might be able to play with him or her, but Nintendo does not advise it, as the lag could potentially make the match unplayable.

Nintendo Wi-Fi Connection system has been developed to create the safest experience possible. If you exchange your friend codes over Internet boards or with strangers, you risk having unwanted data or offensive language sent to you. For that reason, we suggest that you avoid sending your friend code to people you don't know.

The End User License Agreement, which governs Wii online game play and sets forth the Wii Privacy Policy, is available in the Wii console's System Settings and online at http://www.nintendo.com/consumer/systems/Wii/en_na/privacy.jsp

Wi-Fi through the Nintendo Wi-Fi Connection

▶ Getting Started

In order to enjoy matches under the best possible conditions, you must have Broadband enabled internet connection and must correctly set up the country settings on your Wii console. If your country settings are not correctly set up, you may experience some problems when playing via Nintendo Wi-Fi Connection.

The Mii's and their nicknames saved in your Wii console will be used when playing via Nintendo Wi-Fi Connection, so you will first need to make at least one Mii in the Mii Channel. **When you connect to Nintendo Wi-Fi Connection, your Mii nickname is likely to be seen by others. To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school e-mail address, or home address when communicating with others.**

▶ Select a Mii

Select the Mii that you will use during Nintendo Wi-Fi Connection matches.



Nintendo WFC Central

The LEADERBOARD resets every week, meaning that you will always have a chance to aim for the top of the Nintendo WFC Rankings.



Season Time

Season time displays how much time remains in the ranking period.

Striker of the Day

The player who scored the most points on that day. Battle Friends matches do not affect rankings.

Ranked (Random)

▶ Series

A current player using the Nintendo Wi-Fi Connection will be randomly selected as an opponent.

▶ Points

For each Series there are three games. The player will be awarded points for winning each game. The losing team will get one point. Other points will be calculated based upon the number of goals scored. Disconnections will count as a loss, as well as a loss of points.

▶ Series with Guest

- You can connect two Wii Remotes to one Wii console.

Battle Friends

When playing a Battle Friends match you first need to register someone as a friend.

▶ PLAY

Choose PLAY to select the match level and match rules.

Select match level, rules, and a Stadium.

Select INVITE FRIEND in the lobby.

Select a friend from the friend roster.

Wait until the invited friend selects ACCEPT.

The connection status will be displayed using ★.

Select ACCEPT and the match will begin.

If you are invited by a friend, you will receive an Online Invitation.

- If you are playing alone then select ACCEPT.
- If you are playing with two people then select ACCEPT + GUEST.
- If you want to turn down the invitation then select DECLINE.
- If you want to check the settings your friend has selected for the match then select PREVIEW OPTIONS.

▶ Connection Quality

- The status of your connection to the selected opponent will be displayed by ★.
 - ★ A low connection; you'll definitely feel the effects during play.
 - ★★ A fairly low connection, but the game can still be enjoyed.
 - ★★★ No problems with play.
 - ★★★★ Perfect conditions for play.
- The number of ★ is merely a guide. Game play and fluctuations in Internet connection and wireless LAN signal may also affect play.
- When the Nintendo WFC Match starts, your opponent must also select ACCEPT.



Friend Roster

When playing a BATTLE FRIENDS match you will need to register a friend using this option.

Select **ADD FRIEND** and enter their 12-digit friend code to register that friend.

- Tell your friends your own friend code, which is displayed at the top of the screen.
- If registered friends are connected to the Nintendo Wi-Fi Connection and available to play a match, **AVAILABLE** will be displayed next to their name.



Leaderboard

MY SEASON RANKING FRIENDS View those ranked closest to you during this season.

View a ranking of registered friends based upon ranking points.

SEASON LEADERS View the top 10 ranked players of one season (1 week).

MY DAILY RANKING View those ranked closest to you for the day.

DAILY LEADERS View the top 10 ranked players of the day.



Game Screen

This section explains the in-game screen and the **Pause Menu**. The player numbers displayed above the heads of the characters correspond to the number of each Wii Remote.

Match Screen

When time runs out, the team who has scored the most goals wins. If the scores are even, then Sudden Death will be played, with the first team to score being declared the winner.



Pause Menu

Press the 1 Button during a match to open the Pause Menu. Select an option and press the A Button to confirm it.

- RESUME** Continue the match.
- CHOOSE SIDES** Select which players will play on which teams during the match.
- AUDIO OPTIONS** Adjust the levels for **MUSIC VOLUME**, **SFX VOLUME**, and **VOICE VOLUME**. Point at the arrows and press the A Button to change the volume.
- VISUAL OPTIONS** Select from either **DYNAMIC** or **STATIC** Camera Type. The zoom level can be adjusted up to 5 levels.
- STATISTICS** Check match statistics such as goals and number of shots.
- CONTROLLER MAP** Check the game controls.
- QUIT** Quit the match. If you are playing the **ROAD TO THE STRIKER CUP**, it will be counted as a loss.



Open Dynamics Engine
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NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to
include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



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